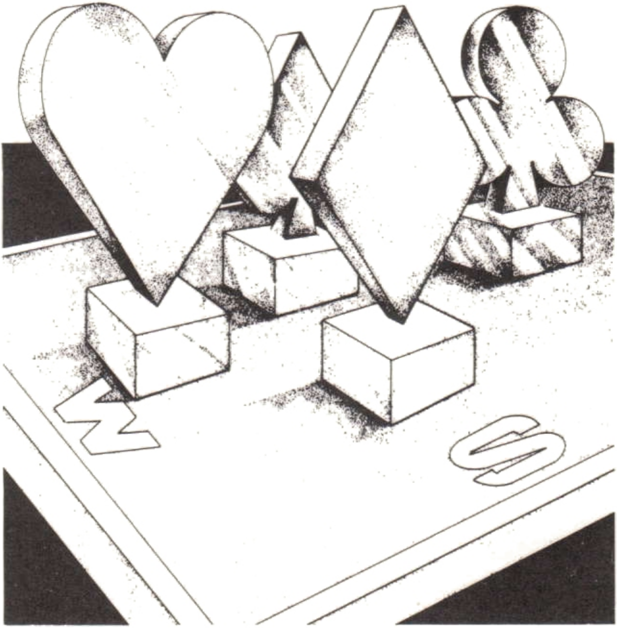
COLOSSUS BRIDGE



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COLOSSUS BRIDGE CONTENTS

1. INTRODUCTION

1a. General

The Colossus program allows one player to play a complete game of Bridge with the computer controlling the other three hands.

Each hand is bid according to the Acol system. Also included are the Blackwood (aces and kings), Stayman and Baron conventions. The strong 2 club and take-out doubles are additionally supported.

Some computers have the memory required to display all four hands at the end of play followed by the score to rubber.

1b. Hardware versions

Six computer versions of the program are covered by this booklet. They are:

1. Spectrum — For 48, 128, Plus and Plus 2 models (Spec)
2. Commodore — For 64, 64C and 128 (Comm)
3. Amstrad CPC — For CPC 464, 664 and 6128 (CPC)
4. Amstrad PCW — For PCW 8256, 8512 and 9512 (PCW)
5. PC — For any IBM/Amstrad PC compatible with CGA display card fitted (PC)
6. BBC — For BBC B, BBC 64/128, Master and Electron (BBC B for 32k models including Electron and BBC 64+ for all models with 64k or more of memory including the Master models). The abbreviations shown in the brackets are those used later in this manual.

1c. Features

Program features vary between versions and types of computer due to differences in memory size and speed.

Feature Table

Facility/Option	Spec	C64	CPC	PCW	PC	BBCB	BBC64+
Generation of hands with specific point counts and balanced distribution	Y	Y	Y	Y	Y	N	Y
Hand input	Y	Y	Y	Y	Y	N	Y
Rebid/Replay option	Y	Y	Y	Y	Y	Y	Y
Variable speed of play	Y	Y	Y	Y	Y	N	Y
Game Save/Load	Y	Y	Y	Y	Y	N	N
Card autoplay /recommend	Y	Y	Y	Y	Y	N	Y
Demonstration mode	Y	Y	Y	Y	Y	N	N
Bidding/Play summary	Y	Y	Y	Y	Y	N	N
On-line instruction menu	Y	Y	Y	Y	Y	N	N
User defined colours	Y	Y	Y	N	Y	N	N
Cheat option	Y	Y	Y	Y	Y	N	N
Claim trick(s)	Y	Y	Y	Y	Y	N	Y
Backstep the play	Y	Y	Y	Y	Y	N	N
Skip to next hand	Y	Y	Y	Y	Y	Y	Y

Notes to table:
Y - Feature is available in this version
N - Feature not available in this version.

1d. Running the program

If, after loading, no key is pressed for 30 seconds all versions of the program, except BBC, go into the demonstration mode. Press any key to start the game.

Spectrum
Type LOAD"" and then press the [ENTER] key

Commodore 64/128
Cassette: Hold down the [SHIFT] key whilst pressing and releasing the [RUN/STOP] key.
Disk: Type LOAD "BRIDGE",8 then press the [ENTER] key.

Amstrad CPC
Type RUN "BRIDGE" and press the [RETURN] key.

Amstrad PCW
Power up the computer with the system disk in the drive as normal. At the A: prompt remove the system disk and insert the Colossus disk. Type BRIDGE and then press the [RETURN] key.

IBM/Amstrad PC
After turning power on load MSDOS in the normal way. If you load MSDOS from a hard disk type A: and press [RETURN]. Insert the Colossus disk in drive A: and type BRIDGE before pressing [RETURN].

BBC
Cassette & Disk: Type CHAIN "BRIDGE" and press the [RETURN] key.
Master Disk: Type *DISK and press [RETURN] then type CHAIN "BRIDGE" and press [RETURN].

2. PLAYING A GAME

As normal, the player sits South. To follow suit, just enter a single letter or number to indicate the card to play:

ie. A K Q J T 9 8 7 6 5 4 3 2

To lead or discard press a second key to indicate the suit:

ie. S H D or C

If a singleton is held in the suit led then this is automatically played, as is the last trick.

At the end of each trick the program waits for an action to be selected by pressing a key from the following table:

Key	Action
Spacebar	Autoplay a card
RETURN	Play lowest card in suit led (Not Spectrum or any BBC)
S,H,D or C	Play lowest card in the suit
Z	Claim some or all of remaining tricks
I	Autoplay the remaining tricks
R	Recommend a card
X	Backstep a trick
P	Peep at the other hands

Notes to table: These options are not available on the BBC B version and only options Spacebar, R and Z function on the BBC 64+ version.

3. GLOBAL ACTIONS

Action	Spec	C64	CPC	PCW	PC	BBCB	BBC64+
	Key used						
Step through background colours	B	B	B	B			
Abandon the hand	E	E	E	E	E	E	E
Recap the bidding	L	L	L	L	L		
Instruction menu	Y	CTRL	TAB	Y	Y		
Restart the program	F	CLR/ HOME	CLR	F	F		F
Save/Load a hand	V	V	V		V		
Toggle opening music		F					

Notes to above table: A gap denotes that this function is not available in this version.

4. ANALYSIS OPTIONS

At the end of play the hands are displayed and the following options are available:

Key	Option
RETURN	Replay a hand
I	Input a hand
L	List the deal to a printer
R	Start a new rubber
W	Display the bidding and play
S	Set the number of points/ distribution of the hand

Notes to table above:

1. BBC: These features are not available on the BBC B version and the BBC 64+ version does not have the L & W options.
2. BBC & PC: These are the only two versions to have the 'Replay last hand' option.
3. PCW: To dump the hand screen display to the printer press EXTRA/PTR. The L option does not work in this version.

5. OPENING LEADS

Partners bid suit, top of three card honour sequence, ace from AK, king from KQ, fourth highest of the longest suit held (no trumps), singleton or high-low from a doubleton. If sensible, partners lead will be returned.

6. BIDDING INSTRUCTION

SPACE: No bid D: Double R: Redouble

Otherwise enter 2 characters, the level 1-7 followed by the first letter of the suit. Other commands are also available throughout the bidding and the play - see section 3.

7. THE BIDDING SYSTEM

N.B. HCP's = High card points: Ace = 4, King = 3, Queen = 2,

Jack = 1, < = less than > = greater than

a. Opening Bids
1 of a suit ... 12 - 19 HCP's

If two suits of equal length are held, the higher ranking is bid with two exceptions:
i. The suits are spades and clubs. Clubs are bid.
ii. The hand distribution is 4441. Here the suit below the singleton is bid except when the singleton is clubs when hearts are bid.

1NT ... 12-14 HCP's & a balanced hand (no singletons voids or five card suits).
2 of a suit ... > 19 HCP's (2 clubs = >22)
2NT ... 20-22 HCP's & a balanced hand
3 of a suit ... 4-10 HCP's and at least a seven card holding
Opening bids of 3NT or higher are not made.

b. Overcalls
Suit ... 11 with a six card suit
... 12 with a five card suit
> 13 jump overcall, minimum six card suit

1NT ... 15-17, a balanced hand and a stop in the called suit
2NT >17 HCP's a balanced hand and a stop in the called suit
Double ... (for take out) >13 HCP's and a singleton/void in the suit bid (below the three level). This distribution is not necessary for hands with >15 HCP's Partner must take out the double into their best suit. With >8 HCP's they must also jump. It is possible to pass if the suit doubled is their best (a double of a NT contract is always for penalties).
Pre-emptive overcalls are not made.

c. Replies to Opening Bids
To one level bids: <6 HCP's ... No bid
<10HCP's ... Support partners major with four cards or more. If you have a four card major that can be bid at the one level you must mention it. Raise partners minor with 4 card support. Bid your best suit at the one level. Otherwise make the limit bid of 1NT. Do not bid at the two level. If two suits of equal length are held, the lower ranking is bid.

10-12 HCP's ... Jump raise partners major with four card support. Any four card major. With four card support, jump raise. Bid your best suit or 2NT's with a balanced hand. A bid of 2H over 1S required a five card suit due to the bidding space consumed.

>12HCP's ... Change the suit, show support, if held, on the next bid (delayed game raise). With > 15 jump shift or 3NT.

TO 1 NT: If you have an unbalanced hand, you must either use the Stayman convention or make a takeout bid into your best suit (jump with >12HCP's). The takeout into a suit at the two level is regarded as a sign off.

The Stayman convention is used if you have >10HCP's and a four card major. You bid two clubs. Partners must then bid their best major if they hold more than three cards in either major or a diamond denial. With a balanced hand, no bid with less than ten points, 2NT with 11 or 12 points otherwise three no trumps.

d. Replies to Overcalls
TO 1NT ... With a balanced hand pass with less than 8 HCP's, 2NT with 8 or 9 HCP's and 3NT with 10 plus. Unbalanced hands: The Stayman convention may not be used in response to an overcall, 2C being for takeout. With >11 jump in your best suit.

TO SUIT OVERCALL: As the overcall requires a five card suit, support may be given with a three card holding. A single raise is made with 6-11 HCP's, a jump raise with >11.

As game is not likely with a holding of less than 12 points (take-out double is used with strong hands in preference to an overcall), a no trump bid is made to show lack of sympathy for partners suit. A change of suit (requiring>5 cards) is not forcing.

e. Replies to Strong 2 Bids:
With <5HCP's ... 2NT

f. Replies to 2NT:
With a balanced hand and >4 HCP's bid 3NT. With an unbalanced hand bid 3 clubs. This is Baron and request partner to bid his lower ranking four card suit except if clubs when 3NT is bid.

g. Replies to 2 Clubs:
This is a conventional bid showing>22 and is no indication of a club holding. Bid 2 diamonds with less than 8 points and 2NT with 8 points. You cannot pass as partner may be able to make game.

h. Replies to Three Level Bids:
With <16 HCP's no bid. With 16 plus either raise partner or bid 3NT.

i. Openers Rebid:
IF PARTNER SUPPORTED then with:
<16 HCP's ... bid >15 HCP's ... raise

IF PARTNER BID 2NT over 1NT then bid 3NT with anything but a minimum.

IF PARTNER BID A NEW SUIT then you are obliged to keep the bidding open except after 1NT - 2D/2H/2S. Here you pass the weak take out.

12-15 HCP's ... Support with a four card suit.
Rebid with a six card suit. New suit

15-16 HCP's ... With a balanced hand 1NT may be bid. Used to show a hand suitable for, but too strong to open, 1NT.

>15 HCP's ... As above with jump. A 2NT rebid requires>16 HCP's. Note if partner bid at the two level, then 2NT may be bid with >14 points. A new suit bid by you at the three level is forcing for one round.

IF PARTNER BID 1NT over your suit and your hand is not unsuitable for trumps then:
<17HCP's .. No bid   17-18 HCP's .. 2NT   19 HCP's .. 3NT

To rebid your opening suit or a new suit at the minimum level is a sign off/preference request. A new suit at the three level is forcing for one round.

8. BLACKWOOD SLAM CONVENTION

A check to see if the partnership is missing any aces/kings before moving into a slam. It is generally held that if the bidding indicates that in excess of 32 points are held, the possibilities for a slam must be examined. The convention is only used after a suit has been agreed.

A bid of 4 NT by the player will produce the prompt Blackwood?

An entry of Y requires North to reply according to the number of aces held:

5C .. 0 or 4 aces   5D .. 1 ace   5H .. 2 aces   5S .. 3 aces

A bid of 5NT produces a similar sequence re. the number of kings held.

NB: The program will initiate Blackwood.

9.SCORING

The score at Bridge is to rubber. (Not BBC B or Electron versions.) A rubber is complete when one side has won two games. A game is won by amassing 100 or more points 'below the line'. Points 'below the line' are awarded for making a bid contract. For instance, if two hearts are bid and made by N & S, 60 points (2*30) are earned below the line. The score sheet would then show:

N & S	W & E
60	

Additionally, points may be awarded 'above the line'. These are earned by making overtricks, holding honours, bidding and making a slam, making a doubled/redoubled contract or defeating the opponents contracts. For example, had the heart contract above been made with an overtrick, 30 points would also have been awarded above the line:

N & S	W & E
30	
60	

Whenever one side has a hundred or more points below the line, the first game is complete. A line is then drawn horizontally under the score and the second game commences. Any points which the opponents had below the line are lost. Points earned above the line are unaffected.

The calculation for the points awarded below the line is straight-forward:

Spades/Hearts	30 per trick	No trumps	40 for the first trick
Diamonds/Clubs	20 per trick		30 for each additional trick

The only circumstances which affect this calculation are a double or re-double of the contract. If doubled, multiply the above by two. If redoubled, multiply by four. The 'above the line' bonus is not so simple:

i. 50 point bonus is given for making any contract that has been doubled or re-doubled.

ii.

If any player holds 4 trump honours	100 points
If any player holds 5 trump honours	150 points
If any player holds all four aces at no trumps	150 points

iii. Overtricks: Trick value unless doubled or redoubled.

	non vulnerable	vulnerable
Doubled	100 per trick	200 per trick
Redoubled	200 per trick	400 per trick

iv. A slam bonus is awarded dependant on vulnerability:

	non vulnerable	vulnerable
Small slam	500	750
Grand slam	1000	1500

v. Penalties	non vulnerable	vulnerable
Undoubled	50 per trick	100 per trick
Doubled	100 for the first 200 for each additional trick	200 for the first 300 for each subsequent trick

Redoubled 2*the doubled penalty.
When the rubber is complete, the points above and below the line are totalled and a bonus of 500 or 700 given to the side that completed the rubber.
N.B. Part game scores 'Lost' when the opponents make game, count in the final score.

10. PROGRAM INFORMATION

Written by and © 1986,1987,1988 Hi-Tech Software
Publisher: CDS Software Ltd, CDS House, Beckett Road, Doncaster, DN2 4AD

11. COLOSSUS TUTOR

a. General
A series of 10 hands have been chosen to illustrate a number of the fundamental principles of the game. On each hand the player must enter the correct, pre-determined bid and then play before continuing to see a description of the hand.

b. Running the Program
Spectrum
Type LOAD"" and press the [ENTER] key.

Commodore
Cassette: Hold down the [SHIFT] key whilst pressing and releasing the [RUN/STOP] key.
Disk: Type LOAD "TUTOR",8 then press [ENTER].

Amstrad CPC
Type RUN "TUTOR" and press the [RETURN] key.

Amstrad PCW
Power up the computer with the system disk in the drive as normal. At the A: prompt, remove the system disk and insert the Colossus disk. Type TUTOR and then press the [RETURN] key.

IBM/Amstrad PC
After turning power on load MSDOS in the normal way. If you load MSDOS from a hard disk type A: and press [RETURN]. Insert the Colossus disk in drive A: and type TUTOR before pressing [RETURN].

BBC
Cassette & Disk: Type CHAIN "TUTOR" and press the [RETURN] key.
Master Disk: Type *DISK and press [RETURN] then type CHAIN "TUTOR" and press [RETURN].

c. Instructions
Initially the player is asked to enter the number of the hand to be played (1-10).

The entry format for the bidding and play is consistent with that used in Colossus Bridge. However, if the entry does not tally with the pre-determined best bid or selection a beep is produced and the player must try again! The E key may be used to skip to the analysis.

d. Hand Overview

1. Opening suit bids.
2. Slam bidding.
3. Defensive play.
4. Strong 2 opening and Blackwood.
5. Responses to overcalls.
6. Defenders signals.
7. Replies to pre-emptive opening bids.
8. Defensive bidding.
9. No trump declarer play.
10. Defensive play.

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